



Creating a New User Interface to Present Research Opportunities to Current and Prospective Students

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Advisor: Peter Powers, Ph.D.

Research Objective: Create a user interface using Google SketchUp to advertise university research opportunities

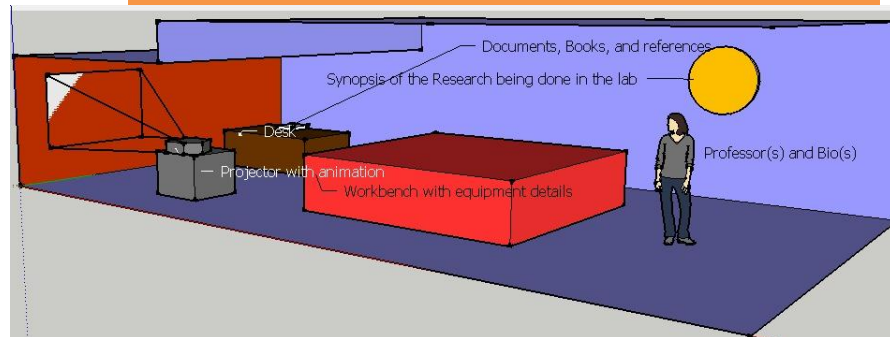
Introduction

Project Glasswall, as it has been coined by Dr. Powers, is a research project focused on engineering a new user interface for presenting research opportunities here at UD. "Glasswall" refers to the idea that if one were looking for research opportunities, they could look at the science center at UD and see into the building, see into the research labs, as if the walls were made of glass.

The project began with the hope of creating the interface with the open-source application known as Google SketchUp, but soon proved to be too complicated for the yet-unfinished software. As a result, the project goal of creating a stand-alone interface was modified to "creating a proof-of-concept design for the application."

Project Elements

Due to the pioneering nature of the project, there were some difficulties regarding software format, user-friendliness and training requirements, and software capabilities.



Elements within the project were to include, for each lab (see above image):

- Brief synopsis of the research being conducted
- Hyperlinks to video tours and samples of research activities
- Access to documents published by the professor(s) running the lab
- Animations displaying certain aspects of the research material of each lab
- Listings for undergraduate- and graduate-level openings

Conclusions

Project Glasswall has the potential to redefine how research opportunities are presented to current and incoming students.

The hope is to present this concept to an entity with the technical know-how and more resources at its disposal to produce an interface that would better organize research availabilities throughout the university.

Recommendations

- Explore options for other drawing and rendering programs
- Gain better knowledge of Java programming to manipulate said programs
- Receive generalized training for drawing software
- Partnering with the Computer Science department and making the project a joint effort